AGB-BMGE-USA

GAME BOY ADVANCE

Mario Golf™ Advance Tour

Role-Playing Golf!



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal®

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



THIS GAME PAK CAN BE USED WITH THE NINTENDO GAMECUBE™.



NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: ***1-425-885-7529****.*
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - $1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.
TTY Game Play Assistance: 425-883-9714

© 2004 NINTENDO/CAMELOT. TM, ® AND GAME BOY ADVANCE ARE TRADEMARKS OF NINTENDO. COPYRIGHTS OF GAME, SCENARIO, AND PROGRAM, EXCEPT COPYRIGHTS OWNED BY NINTENDO, RESERVED BY NINTENDO AND CAMELOT. COPYRIGHTS OF ALL CHARACTERS AND MUSIC RESERVED BY NINTENDO. © 2004 NINTENDO. ALL RIGHTS RESERVED.

Join the Mario Golf: Advance Tour!



Mario Golf: Advance Tour brings the golf world to life as you train a custom character to become the ultimate golfer! The fun doesn't end there, either: you can even upload your Advance Tour custom characters to Mario Golf: Toadstool Tour for the Nintendo GameCube and compete against more characters and courses!

Contents

Getting Started 6
Main Menu 8
Course Controls 12
Before Swinging 14
Hitting Shots 16
Let's Play! 22
Story 24
Competing in Toadstool Tour 32
Quick Game 37
Multiplayer Games 39
Play Modes 41
The Pause Menu 47
Setting Handicaps 48
Leaderboard and Scorecard 49
Course Features 50

Getting Started

Insert the Game Pak into the Game Boy Advance and turn the power ON. When the title screen appears, press START or Ⓐ and proceed to the area where you'll edit your character. Using the instructions on page 7, set up your main character for this game.

Controls (Story Mode)

✥ Move character. Make selections.	Ⓐ Talk and investigate. Enter selections.
	Ⓑ Cancel selections.
✥ + Ⓑ Dash.	○ START Pause. ▶P. 28

Two Main Characters

Choose whichever one suits you!

Just like Neil, Ella trained under Kid. She's a sharp, vigorous young golfer with a high-trajectory straight shot.

This upbeat lad learned to play golf from the legendary golfer, Kid. He has a low-trajectory draw shot.



Whichever character you don't select at the beginning of the game will appear as your doubles partner in Story mode.

Edit the Main Character

1 Select Your Characteristics

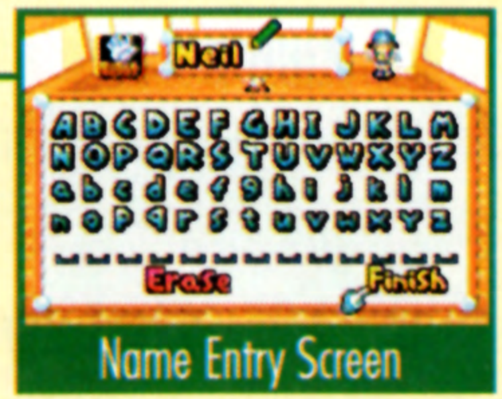
The first time you play the game, you have to set up the main character. Select whether you'll play as a male or a female, choose to play left- or right-handed, and confirm your character's status.



Edit Character Screen

2 Enter Your Name

Once you've confirmed your character's status, enter your character's name. Use ✣ to select letters and press Ⓐ to enter your selections.



Name Entry Screen

3 Get Started

Once you enter a name, the Story mode will begin. After the opening conversation in the Marion Club manager's office ends, you'll be able to control your character.



After you edit your character once, you can press START or Ⓐ on the title screen and proceed directly to the main menu.

Main Menu

Story

Try out your skills against competitive rivals and work to become recognized as the ultimate golfer! ▶P. 24



Quick Game

Quickly jump into a realistic golf challenge or play a mode with some quirky rules! All games here are for one player. ▶P. 37



Multiplayer

Play with two to four players, either cooperatively or competitively. There are various game modes to select from. ▶P. 39



Records

Check all sort of results from the different game modes.



Options

Change game settings.



Taunt & Support Editor Edit the taunts and support messages of your character.

During a match, while other golfers are trying to shoot, press any of the buttons to display the taunt or support message for that button.

Music Turn the background music ON or OFF.

You can also change the music settings from the Settings selection in the Pause Menu. ▶P. 47

Data Delete all play records here.

Once data has been deleted, it cannot be restored, so be careful when deleting play files.

Exchange Clubs Swap clubs with other players.

You can only exchange clubs once you get a new set of clubs in Story mode. ▶P. 27

Glossary

Check on golf terminology you don't understand.



Editing Taunt and Support Messages

1 Select the message you wish to edit.



A default message is set to each button at the beginning of the game, so first, select the message you want to edit and press Ⓐ.

2 Edit letters or change text bubbles.



Select the top item with the cursor and press Ⓐ. The items you can edit will change in the following order: Text Balloon, Sound, and Letter. Press Ⓑ to return to the previous screen.

Letter
Edit the letters in the message text.

Text Balloon
Change the color of the text balloon.

Sound
Change the sound your message makes.

Reset
Restore the default message for a button.

Erase One Letter
Delete letters one at a time.

Enter
Register an edited message.

How to Exchange Clubs

1 Select Your Equipment

In order to exchange clubs, you must use a Game Boy Advance Game Link cable.

Connecting the Link Cable ▶P. 40



2 Begin Linking

Once you've established a connection between your Game Boy Advance game systems, press Ⓐ and go to the Exchange Clubs screen.



3 Select the Club Sets

Select the club set you wish to exchange by pressing Left or Right on ✣, then press Ⓐ to enter your selection. You cannot select the club set that your opponent is currently using. When both players have selected club sets, either player can select [Yes] and then press Ⓐ to begin the club exchange. When the club exchange is done, press Ⓐ and you will return to the Exchange Clubs screen.



Exchange Clubs Screen

If you select a club set and then press Ⓐ, the description of the club set you selected will appear. If you press Ⓑ at this time, you will return to the previous screen without exchanging clubs.

Course Controls

Change Shot Direction

Check out all your options!

Change Clubs ▶P. 19

Select the right club for the distance you want.

L or R Adjust the Range Marker. ▶P. 20

Adjust and mark the estimated distance your shot will travel.



SELECT Enter Camera Mode ▶P. 15

START Go to Pause Menu ▶P. 47

Temporarily pause the game.

B + Enter Impact Marker Mode

Adjust the impact marker prior to the shot. ▶P. 21

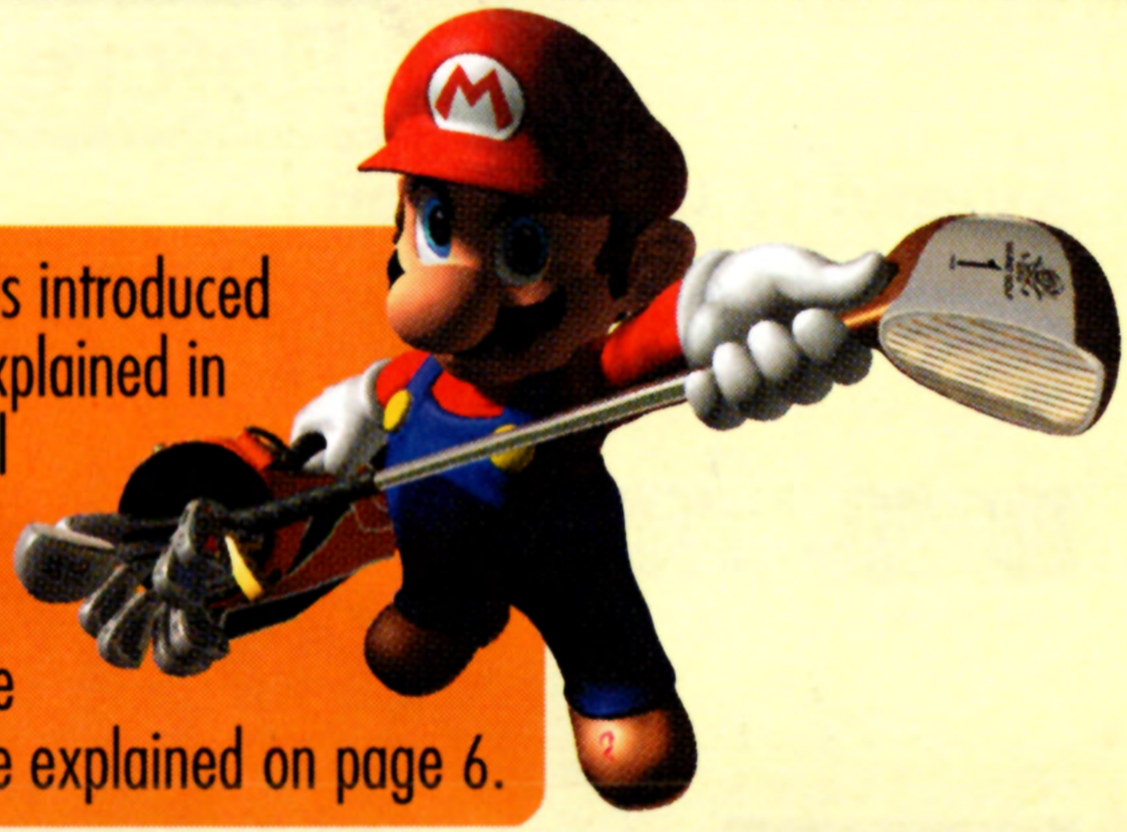
If you are using a Game Boy Advance SP, refer to the Game Boy Advance SP instruction manual.

Viewing the Screen



Simulation Line

Ⓑ Change Shot Type ▶P. 19-23



The controls introduced here are explained in more detail on pages 15-21.
Story mode controls are explained on page 6.

Auto-swing ▶P. 16

Ⓐ Start backswing. → Ⓐ Set power. → Auto-swing!

Manual Swing ▶P. 17-18

Put different spins on your shots.

Ⓐ Start backswing. → Ⓑ Set power.

Set impact timing.

Ⓐ or Ⓑ (Normal Shot)

Ⓐ Ⓐ Topspin

Ⓑ Ⓑ Backspin

Enter spin-shot commands quickly!

Spin Shots

Before Swinging

Viewing the Screen



Distance to Desired Landing Point

Elevation Difference to Cup

Desired Landing Point

If there's an obstruction, like a tree, in the way of the simulation line, an X will appear instead of the desired landing point.

Hole Number

Hole's Par Score and Remaining Distance to Cup

Currently Selected Club

▶P. 19

Shot Type

▶P. 19-23

Power Meter ▶P. 17

Range Marker ▶P. 20

Wind Speed and Direction

▶P. 20

Current Hole Score

Simulation Line

Impact Marker

▶P. 21

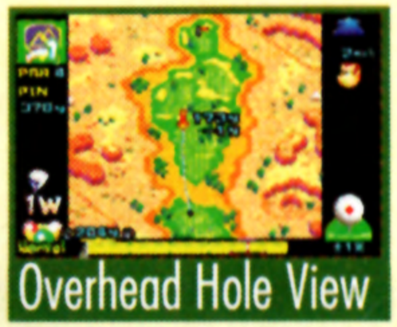
Lie Conditions and Lie Factor

▶P. 22

Confirm Course Conditions First!

Press SELECT during play to enter Camera Mode and view the entire hole!





Camera Mode Controls

✚	Move cursor.
A	Return to previous screen.
B	Switch cameras.
L	Zoom in.
R	Zoom out.
SELECT	Display overhead hole view.

Inclines on the Greens

The ▶ marks displayed on the greens show incline direction and severity. The larger the mark, the more severe the incline. The ball will break in the direction that the mark is pointing.

Check the size of the marks and their direction and predict the line that the ball will follow.



Check the Desired Landing Point

If you hit your shot really well, it will travel along the simulation line (the white dotted line). Always remember to check the simulation line before hitting a shot. ▶P. 48

The simulation line does not take wind into consideration! ▶P. 20

Hitting Shots

There are two different ways to hit shots, both of which require you to watch the power gauge at the bottom of the screen. Stick to the auto-swing method until you get the hang of things!

Auto-swing (for Beginners)

Ⓐ Start backswing. → Ⓐ Set power.

1 Depending on your club selection and the ball's lie, the range marker will change.



Press Ⓐ to start the backswing.



2 Press Ⓐ again to set the power of the shot.



3 The impact-zone timing will stop randomly inside the auto-swing impact zone (the blue line on top of the power meter).

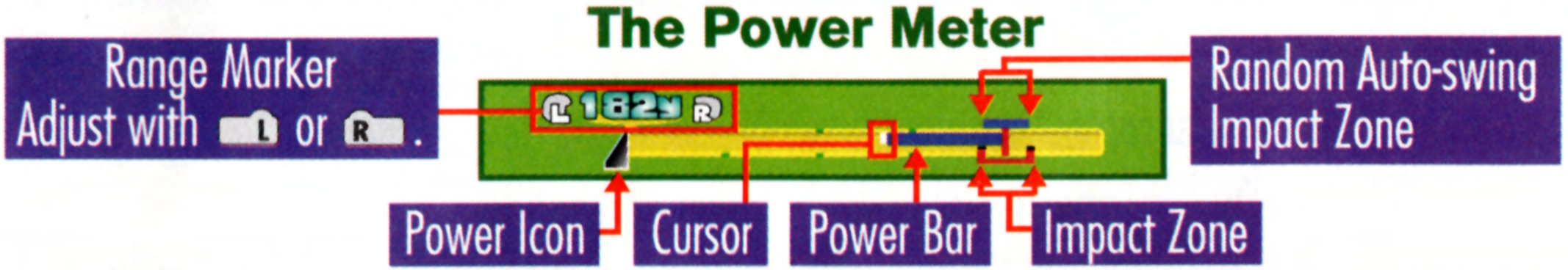
The closer you set your power next to the power marker, the farther your ball will fly. If you don't press any button after starting your swing, you can redo your swing after the cursor resets.

How do I hit well?

Using Auto-swing

1. Set your power precisely!
2. Hope that the power meter stops exactly on the sweet spot. (It's random!)

The Power Meter



Manual Swing (for Pros)

Ⓐ Start backswing. → Ⓑ Set power. → Ⓐ or Ⓑ Set impact timing.

1 

Press Ⓐ to start the backswing.

2 

Press Ⓑ to set the power of the shot.

3 

As the cursor returns to the impact zone, press Ⓐ or Ⓑ to determine the impact-zone timing.

If you miss the impact zone, you'll mis-hit the ball.

If you mess up step 3, the meter will go all the way to the right, resulting in a terrible shot.

Using Manual Swing

Control your impact, giving you the chance to make a better shot.

1. Set your power precisely!
2. Set the impact-zone timing perfectly on the sweet spot!

Adding Spin to Manual Shots

During a manual swing, you can put different types of spin on the ball, letting you affect the way the ball moves after it lands.

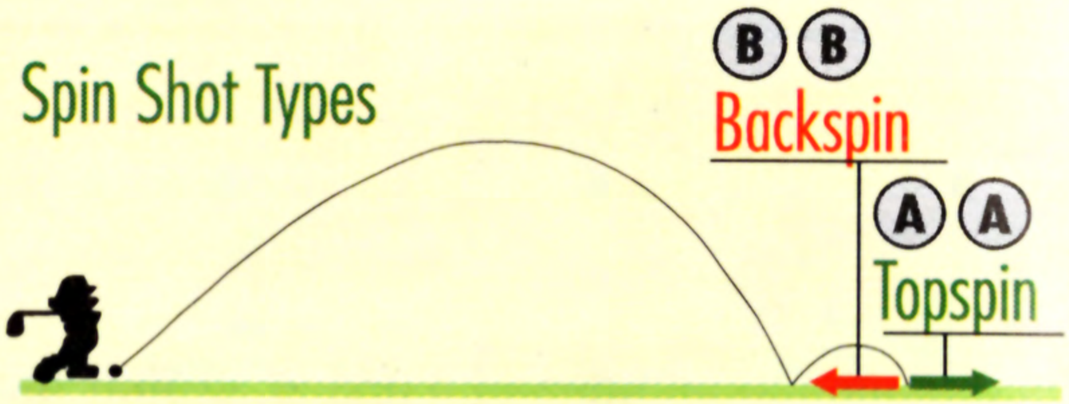
Spin Shots

Ⓐ → Ⓑ

Spin Commands

- ⒶⒶ Topspin
- ⒷⒷ Backspin

Important! Enter spin commands quickly!



1 

Press Ⓐ to start the backswing.

2 

Press Ⓑ to set the power of the shot.

3 

As the cursor returns to the sweet spot, quickly enter a spin (button) combination such as ⒶⒶ.

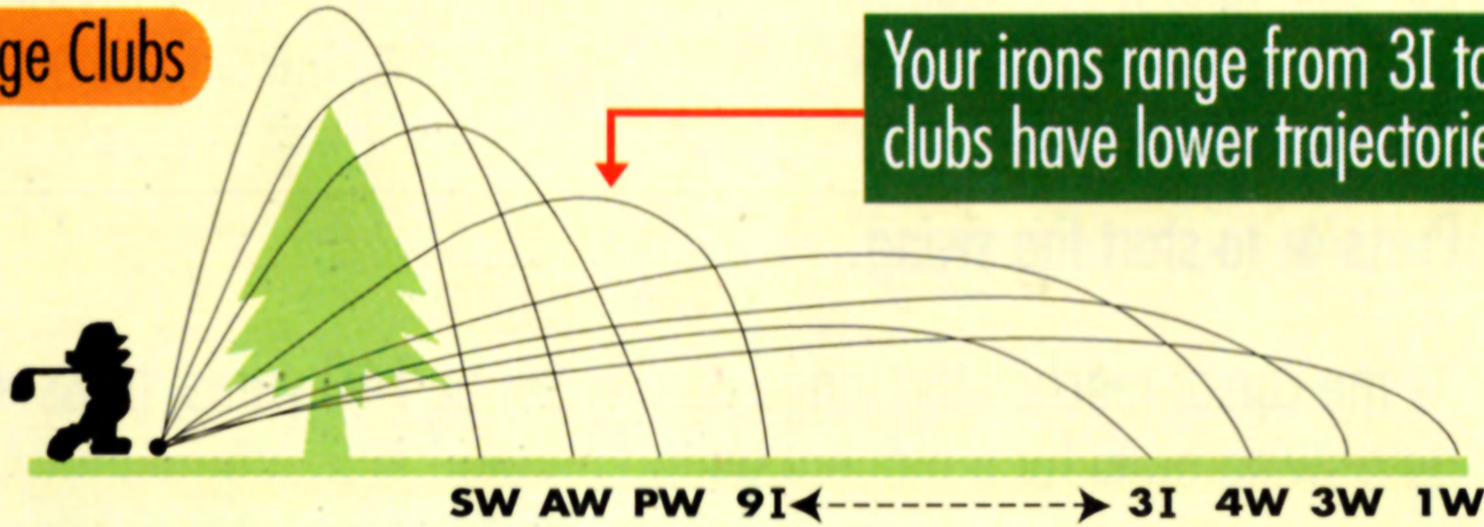
Enter your spin commands within this area. The impact-zone timing is determined by the first button of the spin command.

Before You Swing

Select Clubs Wisely

Club selection is based on various different conditions. When you want to send the ball a long way, use a wood or a low iron. When you're around the greens or in a bunker, use your wedges. Before each shot, the most conventional club will be selected automatically. You can use ✣ to select a different club.

✣ Change Clubs



Your irons range from 3I to 9I. Lower-numbered clubs have lower trajectories and longer ranges.

Want Even More Power?

Press Ⓑ to switch from a regular shot to a power shot. (The power meter will turn red.) Power shots increase the distance the club can hit the ball! You have a limited number of power shots per round, but if you time both the max power and the sweet spot accurately, you won't lose your power shots!



*Press Ⓑ again to switch back to a normal shot.

Ⓑ Switch to a power shot!

Want to Alter Distances?

If you can't find a club in your bag with the exact distance you want, use L or R to adjust the range marker [L 182y R] above the power meter. Use this as a target to time your swing for shorter distances.

Adjust Range Marker: L or R

1 **Press R to shift the marker to the right.**



For example, if you want to hit the ball 140 yards, move the range marker to the right using R. When you do this, the simulation line will change automatically.

2 

Press A to start the swing.

3 

As the cursor reaches the range marker set at 140 yards, press A for an auto-swing or B for a manual swing.

Wind can drastically change the flight of your shots! Always check wind speed and direction.

The simulation line and desired landing point do not take the wind into account. You have to guess how far off-target the wind will take your ball and then use L or R or Left and Right on ✣ to adjust both your shot distance and direction.



The higher the wind speed, the more your shots will drift.

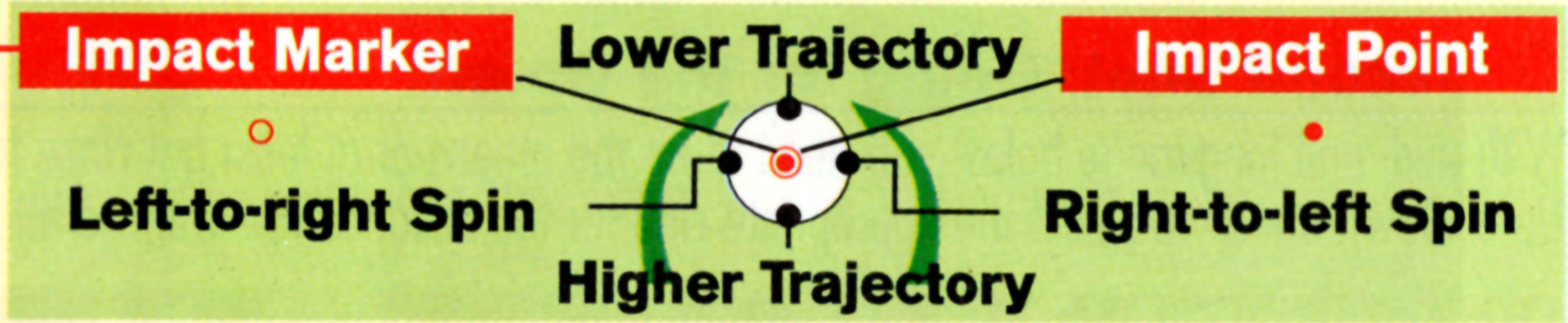
Adjusting the Impact Point

Before hitting your shots, press and hold Ⓑ to go to impact-marker mode and adjust the impact marker. Trajectory and bend resulting from altering the impact point are reflected in the simulation line, but don't forget: during your backswing, you must set the actual impact point with ✣ for the change to occur!

Change Impact Marker: Ⓑ + ✣

1 

Before your shot, hold down Ⓑ and move the impact marker with ✣. When the simulation line reaches the position you are aiming for, you're ready to swing.



2 Press Ⓐ to start the swing.

3  

Use ✣ to move the red dot.

While the cursor is in motion, use ✣ to move the impact point. Try to get it inside the impact marker that you set before your shot in step 1.

4 

Set power by pressing Ⓐ for auto-swing shots or Ⓑ for manual-swing shots.

For auto-swing shots, you can adjust the impact point using ✣ until the impact timing is set.

Let's Play!

1 Tee Shot: The First Ball of the Day



One of the most important things about tee shots is to leave yourself with the easiest second shot possible. Before teeing off, check the wind speed and distance.

Prepare before swinging!

- Check wind direction and speed.
- Aim your shot left and right with ✣ and adjust the range marker with L and R.



2 Second Shot: Going for the Green

With mid- and long-range holes, you need to hit the greens or at least get close to the fringe. Press Up or Down on ✣ to select the appropriate club for the distance you want to hit the ball.

Lie-factor Percentage

The percentage shown in the bottom-right corner below your lie condition is the lie-factor percentage. It's based on your lie and represents the distance that may be added to or deducted from your shot. The worse your lie, the higher your percentage is and the harder it will be to control your shot!





The lie-factor percentage will change depending on which club is selected.



3 Approach: Nearing the Pin



When the ball is within 60 yards of the pin, select an approach shot by pressing Ⓑ. The power meter will turn blue, and the max length for any club will be 60 yards. Press Ⓑ to return to a normal shot.

4 Putting: The Cup's in Sight!



1 On the green, the green marks [▶] flow toward the lowest areas. Also, the larger the green marks are, the more severe the incline is. Read the line using the marks as reference, factor incline into your speed, and adjust your putt direction by pressing Left or Right on ✚.
On the green, the putter is the only available club. Press Ⓑ to change between three different types of putts. Determine which you will use based on the distance to the cup.



2 Press Ⓐ to start the swing.



3 Press Ⓐ or Ⓑ to set the putt power.

*Once the power bar reaches the left side, it will return. If you don't press a button in step 3 as the power bar is moving to the left, you can press it to putt as it returns.
*You can move the range marker using L or R. If you're facing the cup with a steep uphill putt, you should set the range marker past the cup to account for incline.

Story

In this mode, players power up their characters by playing competitive golf. With the Marion Club as your home course, compete against club champions from all of the major clubs to learn the game, enhance your skills, and go for top honors! Your goal? To become the ultimate golfer, the number-one seed! If you pull it off, you may someday be invited to play against Mario and his crew!

Story Modes

Once you've created your character, select Story from the main menu and the Story mode-selection screen will appear.



Club Lodge

Roam from club to club, challenging rivals and striving to become the ultimate golfer!

Singles Tourney

Enter as a single in the club tourneys. If you place third or better in one of the tourneys, you become eligible to participate in a more advanced one!

Doubles Cup

You and your partner compete in doubles tournaments! Alternate shots through the course.

Singles Match Play

Compete against club champions in head-to-head match-play competitions. If you beat one of the champs, you'll become eligible to challenge another one!

Doubles Match Play

You and your partner compete against other club doubles champions head-to-head in match-play competitions! Beat a champ team to become eligible to challenge another.

Character Data

Check the status of your character and partner.

Gain Experience Points and Level Up!

As you save up the experience points you get in each mode of the story, you'll steadily increase the levels of your character and partner. Make them both as strong as possible so they can become ultimate golfers!

If you get experience points, press Left or Right on ✥ to choose who you want to give them to. Then, press Up and Down to distribute the points. Once you're done, press Ⓐ to finish.
Please note: the meters always recalibrate to reflect how many points you need to level up.



On the Level Up screen, you can apply your character's new experience levels to different abilities. Select the ability you wish to improve and press Ⓐ to apply.



The results from singles tourneys, doubles cups, singles matches, and doubles matches will affect the progression of your story in Club Lodge mode.

From the Story mode-selection screen, if you enter and play a singles tourney and win, the game will record that you beat the tourney in Club Lodge mode, too.



Getting Out and About

There are various locations out and about: here are a few important ones!



Marion Clubhouse



This medieval castle-like building serves as the clubhouse for your character's home course. Chat with all the members, enter some tourneys, and try to figure out who the current club champ is.

Marion Student Lodge



This is where the students stay while they're training at Marion. When players win trophies from tourneys and other competitions, they'll appear in the player's room.

Chat With Your Partner

Your character's partner stays in the room next door. Your partner can help you arrange singles and doubles matches, and even give you advice during play! If you select Save, your partner will even help you save your progress (▶P. 28). If you have saved progress, then the next time you select Club Lodge mode, you'll pick up the same game again from the student lodge.

If you want to play in a doubles-style competition, select Doubles Play when you chat with your partner.



The Caddie Master's Area

Each course has a caddie master's office. It's an important place: you have to check in there to play a practice round or a tourney. Also, find out where the practice ranges are! You can get all kinds of lessons and tips on the ranges.



Custom Club Shop

A craftsman who makes fine custom clubs lives and works here. If you manage to get your hands on a Custom Ticket, take it to him and he can make you some excellent clubs for all kinds of shots! You can also exchange clubs there.



Changing the Clubs in Your Bag

Once you get some new clubs, have a chat with the craftsman at the Custom Club Shop and you'll be able to change the clubs in your bag on the Club Set screen. You can also change clubs by selecting Character Data from either the Pause menu or the Story mode-selection screen and pressing SELECT.



Club Set Screen

Press Up or Down on ✥ to switch between woods, irons, and wedges. Press Left or Right to select the club you wish to use. Press Ⓐ to change clubs.

The white numbers show a character's current ability. The red numbers show how the character's ability will change if he or she selects the new club. Only in the case of shot distance does red increase ability and blue decrease it.

Story Mode Pause Menu

If you press START while playing, the Pause menu will appear and the game will halt.

Character Data Check the status of your character and partner. You can change clubs here.

Story Status Check your scores and records from all of the Story play modes you've participated in.

Sleep This mode allows you to save your battery. Just press SELECT, L, and R at the same time to wake up your Game Boy Advance.

Settings Change various environment settings.

- Message Speed — Adjust the speed at which messages display.
- Music — Turn the background music ON or OFF.
- Auto-sleep — Set the automatic sleep function to ON or OFF. If set to ON, the game will go into sleep mode if there is no button input for three minutes.

Save and Quit Save your current progress and exit the game.

About Saving the Story...

There are two ways to save Story progress. The first is from the Save and Quit selection in the Pause menu. The second is by selecting Save when chatting with your partner. If you want to continue playing, you'll begin again from the location you last saved.

Talking With Your Partner ▶P. 26

Story Mode Characters



Kid

A legendary ultimate golfer, Kid dropped from the scene after a career-crippling injury. He's currently teaching golf to Neil and the others.

Buzz

One of Kid's students, Buzz is competing against Neil and Ella with his eyes on ultimate-golfer status.





Helen

Helen wound up with Buzz for a doubles partner. She's also an eager student of Kid's.

Marion Club



Putts

Formerly the Marion champion, he now focuses mainly on his doubles game.

Joe



The current club champ at the Marion Club. He once aspired to be a disco dancer and has both an excellent sense of rhythm and a smooth swing.

Palms Club



Grace

This former Palms champ was once referred to as the princess of women's golf.

Sherry



Sherry is the current Palms champion. Her mother got her involved in golf at a very young age.

Dunes Club



Tiny

Tiny used to be the club champ at the Dunes Club. He likes to flex his muscles and loves playing with power.

Azalea

Azalea's a finely-tuned athlete and a bold and brazen golfer. She currently holds the title at the Dunes Club.



Links Club



Gene

This genius golfer currently reigns over the sport of golf. He's referred to as the Birdie King in golf circles.

Competing in Toadstool Tour

If you have a Nintendo GameCube and Mario Golf: Toadstool Tour, use the Nintendo GameCube Game Boy Advance cable to transfer the characters you've raised in Mario Golf: Advance Tour!

The following situations may cause linking problems:
- There is no Memory Card inserted into the Nintendo GameCube.
- You haven't created a character in Mario Golf: Advance Tour.

Create a Main Character ▶P. 7

1 Connect the Systems and Turn the Nintendo GameCube ON

Following the instructions on pages 35 and 36, make the necessary equipment connections and then turn the Nintendo GameCube ON. When the title screen appears, proceed to 2.

2 Turn the Game Boy Advance ON

When you turn the Game Boy Advance ON, the linking screen will appear automatically. When it does, press A on the Nintendo GameCube Controller and the screen will go to the linking screen.



Game Boy Advance Linking Screen

Nintendo GameCube Linking Screen



Once you've confirmed that the Game Boy Advance linking screen has appeared on screen, press A on the Nintendo GameCube Controller.

3 Begin Linking

When you press Ⓐ on the Game Boy Advance, the message "Link to Game Boy Advance?" will appear. Select YES and press Ⓐ on the Game Boy Advance to begin linking. Once the transfer is complete, press Ⓑ on the Game Boy Advance and Ⓐ on the Nintendo GameCube Controller.



• Linking After the First Time

After you've linked once, a Link icon will be added to the main menu of Mario Golf: Toadstool Tour. When linking after the first time, select Link in 1 and once the linking screen has appeared, turn the Game Boy Advance ON. The remaining procedures will be the same as in 3.



The Link icon will be added to the lower-right part of the Mario Golf: Toadstool Tour main menu.

• About Transferred Data

When linking, you can transfer the following data:

- Character data created in Story mode.
- Support and taunt messages.
- New clubs.

Mario Golf: Advance Tour

- Earned experience points.
- Mario Golf: Toadstool Tour skill levels (results from each mode).

Mario Golf: Toadstool Tour

Changing Clubs

When a Story mode character who has new clubs competes in Mario Golf: Toadstool Tour, all other players will also be able to select those clubs.

Getting Clubs ▶P. 27

On the Select Character screen of Mario Golf: Toadstool Tour, press (X) and the Club Set screen will appear.



Select Character Screen



Club Set Screen

Tilt Up or Down on the Control Stick to switch between woods, irons, and wedges, then tilt Left or Right to select the clubs you want to use. Press (A) to exchange the clubs.

The white numbers show the character's current ability. The red numbers show how the character's ability will change if he or she selects the new club. Only in the case of the shot distance does red increase ability and blue decrease it.

Once club selection is complete, move on to the Play Mode screen.



Play Mode Screen

• Connecting the Nintendo GameCube Game Boy Advance Cable

The following explains how to connect the Nintendo GameCube and the Game Boy Advance using the Nintendo GameCube Game Boy Advance cable.

Required items:

- Game Boy Advance: 1
- Nintendo GameCube: 1
- Nintendo GameCube Controller: 1
- Memory Card with a saved data file from Mario Golf: Toadstool Tour: 1
- Mario Golf: Advance Tour Game Pak: 1
- Mario Golf: Toadstool Tour Game Disc: 1
- Nintendo GameCube Game Boy Advance cable: 1

How to Connect

1. Insert the Game Pak in the Game Boy Advance.
2. Insert the Game Disc into the Nintendo GameCube.
3. Connect the Nintendo GameCube Game Boy Advance cable to the Nintendo Gamecube.
   *Refer to the diagram on page 36 for Controller Port positions.
4. Connect the Nintendo GameCube Game Boy Advance cable to the Game Boy Advance.
5. For the rest of the procedures, refer to page 32.

*Do not connect any other unneeded cables to either of the game systems.

Linking Cautions

If any of the following situations occur, linking or other game play problems may occur.

- The wrong Game Pak or Game Disc is inserted into one of the game systems.
- A cable other than the Nintendo GameCube Game Boy Advance cable is being used.
- The Nintendo GameCube Game Boy Advance cable is not plugged all the way in or is incorrectly plugged into one of the systems.
- The Nintendo GameCube Game Boy Advance cable was disconnected during data transfer.
- The power to the Game Boy Advance or Nintendo GameCube was turned OFF or the Nintendo GameCube's RESET was pressed during data transfer.



Nintendo GameCube Game Boy Advance cable connection diagram.

Quick Game

1 Get Started

On the title screen, press START or Ⓐ and the main menu screen will appear. Select Quick Game. ▶P. 8

*The first time you play, you'll have to create a Story mode character before moving on. ▶P. 7

2 Select a Character

Use ✣ to select the character you wish to use. At this time, you can press L to make your character left-handed. Press L again to switch back to being right-handed. Press Ⓐ to enter your character selections. The six characters that can be selected from at the beginning of the game are Mario, Peach, Yoshi, DK, Neil, and Ella. You can increase the number of playable characters by meeting different game conditions.



Select Character Screen

All currently available characters appear here.

Each character's data appears here. The number refers to distance and the arrow indicates the type of shot a character hits. If the line is red, the character's shot trajectory is high; if it's blue, the trajectory is low.

If your character acquires new clubs in Story mode, you'll proceed to the Club Set screen. ▶P. 27

3 Select a Mode

Once you select a character, you'll proceed to the Play Mode screen. ▶ P. 41



Play Mode Screen.

4 Select a Course

Depending on the mode, you'll be able to select different courses. You can unlock courses that aren't currently selectable by satisfying certain conditions during game play.

Select the number of holes and choose between the front or back tees.



Select Course Screen

5 Set Handicaps

Depending on the mode you selected in 3, you can press R on the Select Course screen to set player handicaps.

Setting Handicaps ▶ P. 48



Handicap Screen

Saving and Loading Game Files

If you select Save from the Pause menu, you can save your game progress. If you have save data, you can pick up and continue from where you left off the next time you play the game.

Saving Story Mode ▶ P. 26-28

Multiplayer Games

In Mario Golf: Advance Tour, as many as four players can enjoy multiplayer games.

Multiplayer on One Game Boy Advance

First, select Multiplayer from the main menu and select Without Game Link. Next, select the number of players that will participate, the characters the players will use, and the mode you wish to play. Finally, press Ⓐ to enter your selections.

Multiplayer With Game Link

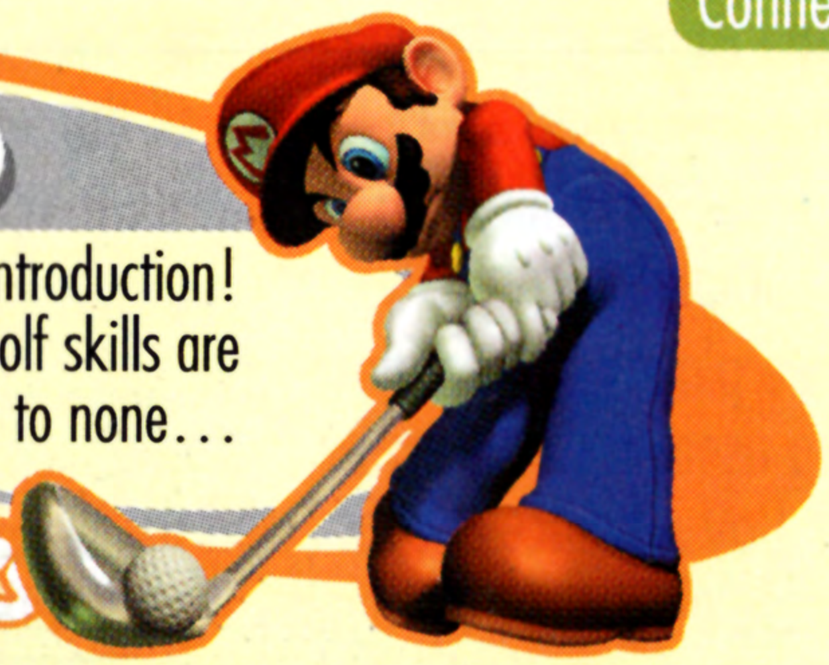
First, select Multiplayer from the main menu, then select With Game Link. Next, Player 1 must confirm the linking status on the game screen and then press Ⓐ. Finally, each player must select a character, pick one of the many multiplayer game modes, and then press Ⓐ to enter selections.

Connecting the Game Link ▶P. 40

CHARACTERS

Mario

He needs no introduction! And, his golf skills are second to none…



Connecting the Game Link Cable

Items needed:

- Game Boy Advance, Game Boy Advance SP, or Game Boy Player (including a Nintendo GameCube Controller): · · · · · · · · · · One of any of the above for each player.
- Mario Golf: Advance Tour Game Pak: · · · · · · · · · ·

Play Modes

Play whatever you like!

In the Quick Game and Multiplayer modes, select the mode you wish to play from the Play Mode screen and press Ⓐ.



Play Mode Screen

In this manual, if you see H next to the name of a game mode, it means you can set handicaps on the Handicap screen for that mode. Setting Handicaps ▶P. 48



Two players on one team take turns hitting their team's ball. You can play Doubles golf in Stroke Play (pg. 44), Match Play (pg. 46), Club Slots (pg. 43), and Skins Match (pg46).

When playing in Quick Game mode, use ✣ to select the three CPU characters you will compete against and press Ⓐ to enter your selection.



When playing in Multiplayer mode, set team combinations on the Select Teams screen. Use ✣ to set the team combinations then press Ⓐ to enter your selection.



Character Match

Quick Game ○
Multiplayer ×

Compete one-on-one against a computer-controlled character using match-play rules.



After each hole, you can check who's winning the match on the Scoreboard.

Go-Go Gates H

Quick Game ○
Multiplayer ○

Compete by hitting your shots through the gates placed around the course. When playing in Multiplayer mode, you can select Face-Off or Challenge competitions. In Quick Game mode, the Challenge mode is the only one available.

Even if you manage to clear all the gates, you won't complete the hole unless you're able to get par on the hole!



Face-Off Mode

Play six holes against another player to see who can complete the most holes.

Challenge

Press Up or Down on ✣ to select the desired course and Left and Right to select the hole you want to challenge. Once you complete a hole, you'll get a star next to it. Once you satisfy specific conditions, you'll be able to unlock new Go-Go Gates courses to challenge.

Club Slots H

Quick Game

Multiplayer

Club Slots uses point-tournament rules. On each hole, the clubs you can use are picked by the slots (you'll also have a putter). After selecting the mode, choose between Three Slots or Four Slots.



Using the Slot Machine

Using Ⓐ, stop the wheels one by one, starting from the left. The first slot is a long-distance club, the second is midrange, and the third is short-range.

If one of the wheels stops on a ★, you don't get a club for that wheel. However, if you get three stars, you get to use your whole bag!



If you selected Four Slots, the fourth wheel sets special conditions that may be available for only that hole or the whole round.

What Point-tournament Rules?

Under these rules, your score for each hole determines the points you get. The table on the right shows point values. The player that accumulates the most points wins!

Double Bogey	0
Bogey	1
Par	2
Birdie	3
Eagle	4
Hole in One	5
Albatross	5

Speed Golf

Quick Game ○
Multiplayer ×

Complete your round as fast as you can! The timer starts ticking the moment you start your game and doesn't stop until you finish! Compete based on best time and score. Record scores (under 100 minutes) will be saved in the record books.



Stroke Play H

Quick Game ○
Multiplayer ○



Compete for the lowest score for the round!



CHARACTERS

Peach

The cute princess of the Mushroom Kingdom. Is she a golfer too?!?

Training

Quick Game ○
Multiplayer ×

This single-player mode is perfect for practicing your game. Choose the courses and holes you want to practice and hit away! You're also free to change the weather and wind conditions.



Selecting a Course

You can navigate options by pressing L to switch between courses and holes and R to switch between weather and wind settings. Use ✥ to select an option and press A to enter your selection.



Changing Wind and Weather

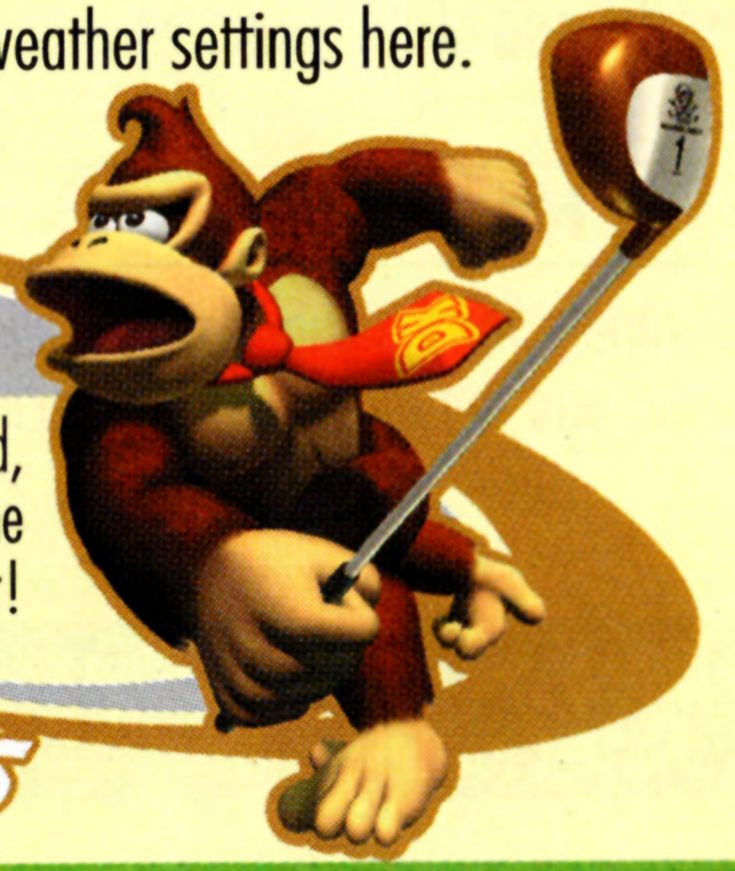
Select Change Weather from the Pause menu and a screen like the one on the left will appear. You can change the wind and weather settings here.

✥ Select an Option ✥ Change Conditions

You can return to the Pause menu by pressing A or B.

Donkey Kong CHARACTERS

He only swings with one hand, but he's an awesome power player!



Match Play

H

Quick Game ✕

Multiplayer ○

In this two-golfer mode, the player who gets the lowest score on each hole earns a medal. The game is over at the end of the round or when it's impossible for one player to catch up to the other based on the number of remaining holes.



Skins Match

H

Quick Game ✕

Multiplayer ○

In this mode for two to four players, the player who finishes with the lowest score on each hole wins a point. If two or more players get the same score, the point for that hole is carried over to the next hole. Whoever has the most points by the end of the round wins.



Near-Pin

H

Quick Game ○

Multiplayer ○

Compete for the shortest total distance from the pin. Players get one swing per hole, and the distance from each pin adds to your total distance.



If your shot doesn't land on the green, your total distance for that hole will be 100 feet. Go for the shortest total distance.

The Pause Menu



During game play, press START to display the Pause menu and put the game on hold. The Pause menu options differ depending on which mode you're playing.

Scorecard	View the current scores and leaderboard.
Rules	View the rules for the mode you're playing.
Controls	View the control configuration.
Settings	Change the game-play settings. ▸ 3-D Shot Screen Switch this screen ON and OFF. ▸ Music Turn the background music ON or OFF.
Give Up	Quit playing the current hole. Giving up will result in a total score of three times par for that hole.
Save	Save your game. ▸P. 38
Start Hole Over	Restart the current hole from the tee box.
Next Hole	Finish playing the hole.
End Game	Quit the current game and return to the title screen.
Main Menu	Quit playing the current mode and return to the main menu.
End Side Game	Quit the side game you're currently playing.
Quit Practice	Quit training.
Change Weather	Change the wind and weather conditions. ▸P. 45

Setting Handicaps

Some of the play modes described in pages 41-46 have an H next to their names. In these modes, you can set player handicaps so players with different skill levels can compete more evenly.

Handicap Screen

Press R on the Select Course screen to view the Handicap screen.

Select Option ✦ Set Handicap

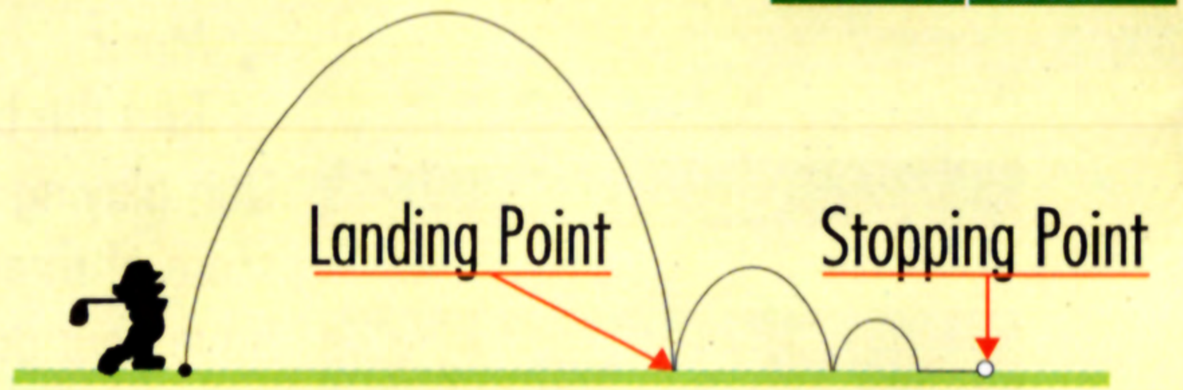
When you're finished adjusting settings, press A to start the game.



Handicap Screen

Simulation Line

Set the simulation line display to Landing Point or Stopping Point.



Mulligans

Set the number of mulligans a player gets. A mulligan allows a player to rehit any shot without taking a penalty stroke.

Tee Box

Set the tee box that each player must use. The back tee box is farther away from the pin than the front tee box and therefore more difficult.

Leaderboard and Scorecard

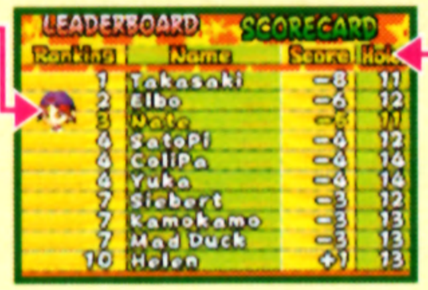
The leaderboard will be displayed at the end of each tourney in Story mode and a number of other play modes, too. You can always access it from the Pause menu to check scores. Switch between screens by pressing Left or Right on ✣. Press Ⓑ to return to the Pause menu.

Reading the Leaderboard

All the statistics for all the players in a tourney appear here. Check different statistics by pressing Up and Down on ✣.

Character

Look for your character's icon on the leaderboard.



Hole

The last hole you completed.

Reading the Scorecard

During a tournament, the hole number, par, score, number of putts, and other statistics are tracked on the scorecard.

Memorial Badges

Memorial badges that you earned during tourneys appear here.

The screen differs depending on the game mode.





Front and Back Nine

Statistics from both the front and back nines appear in this column.

Course Features

In this game, there are some golf courses with features unlike anything you've ever seen on a conventional golf course!

Fast Fairways



If your ball lands on one of these, it'll roll much farther than if it lands on a normal fairway.

Pipes



If you shoot your ball into a pipe, it'll exit from a pipe of the same color in a different area!

Pressure Panel

If your ball comes to rest atop one of these, it'll trip the panel switch, meaning major course changes are about to occur!





CHARACTERS

Yoshi

Even laid-back Yoshi has grabbed his clubs to challenge the field!



Notes

GAME BOY PLAYER



GAME BOY® PLAYER



Fire Emblem: ©2003 Nintendo / INTELLIGENT SYSTEMS



Mario & Luigi: Superstar Saga: ©1983-2003 Nintendo.
Developed by ALPHADREAM

Game Boy Hits the Big Screen!

Now you can play MARIO GOLF™: Advance Tour and all your favorite Game Boy games on your television. The Game Boy Player easily snaps onto the bottom of your Nintendo GameCube™ and lets you play the entire Game Boy library of over 1,000 games. The Game Boy Player is even compatible with the Nintendo e-Reader and the Game Boy Advance Game Link cable, allowing you to scan your favorite e-Reader cards or link to other Game Boy Advance systems for multiplayer fun with your friends!



Super Mario Advance 4: Super Mario Bros. 3: ©1983-2003 Nintendo



The Legend of Zelda: A Link to the Past: Four Swords ©2002 Nintendo

You can easily switch between the Game Boy Player and Nintendo GameCube, which boasts its own library of megahits, including Super Mario Sunshine™, The Legend of Zelda®: The Wind Waker™, Mario Kart®: Double Dash!!™ and hundreds more. Gaming has never been better, and it's Nintendo GameCube and the Game Boy Player that make it all possible!

(All Products Sold Separately.)



REV-D

IMPORTANT LEGAL INFORMATION:

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. “Back-up” or “archival” copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

REV-O

WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

040506

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN JAPAN